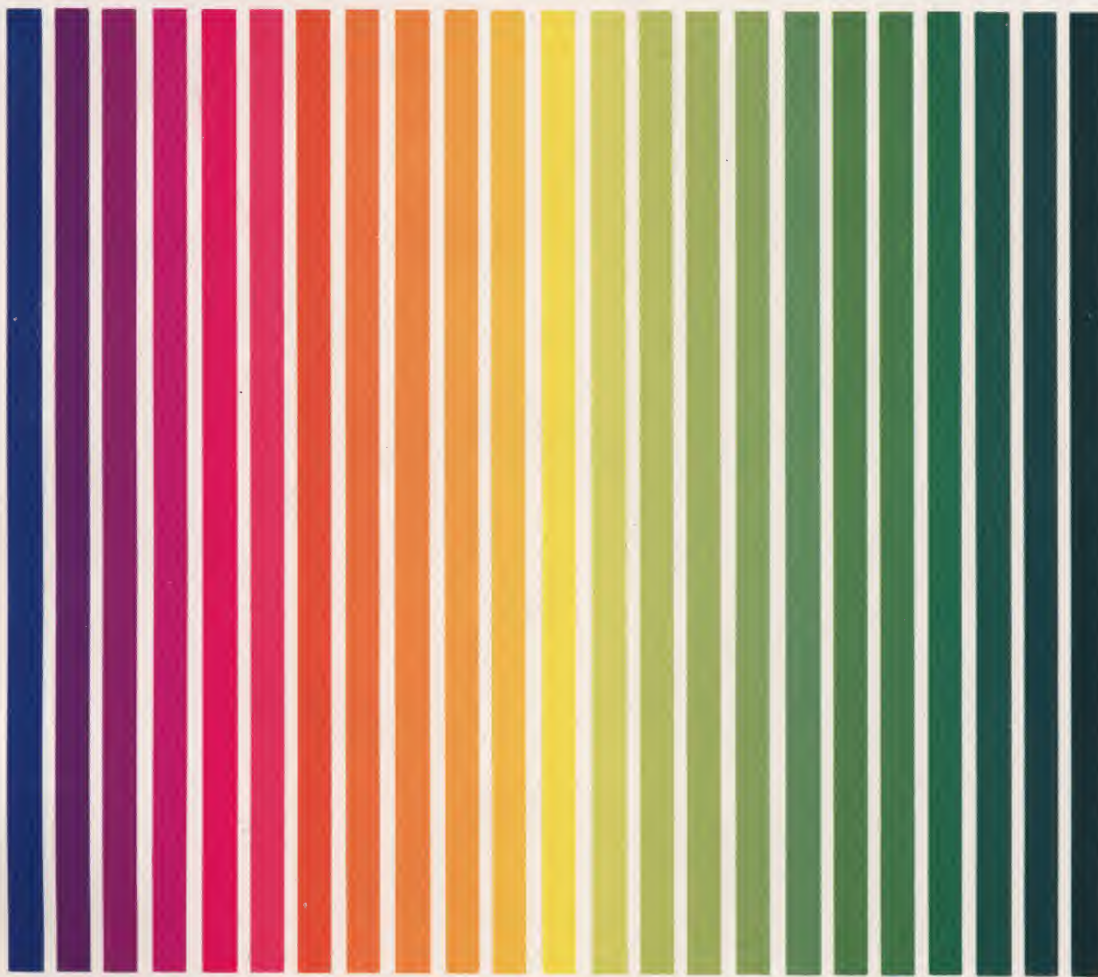


# APX ATARI® PROGRAM EXCHANGE



Chuck Gibke

## **AIR-RAID!**

Head off the bombers before they reach the city

Cassette: 16K (APX-10187)

Diskette: 24K (APX-20187)

User-Written Software for ATARI Home Computers

Chuck Gibke

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by

Chuck Gibke

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## INTRODUCTION

### OVERVIEW

Samuel jumps quickly into his plane and takes off. Once airborne, he flies straight for the bomber formation. A quick burst from his guns and the first one falls. The rest follow as do those in the second wave. "A piece of cake," Samuel gloats as he lands to refuel.

It's not long before the next strike appears on the radar scanner. Again he takes to the air. Bearing down on the lead bomber brings a nasty blast from the bomber's forward guns. Swinging in from behind, Samuel polishes off the remaining planes. "Got to be more careful," he mutters.

As he engages another strike force, he suddenly realizes he faces a larger formation and ... FIGHTERS! In panic, Samuel dumps his tanks and races back to the airstrip to refuel. The fighters are dogging his tail. A bomb falls on the radar beacon and the scanner blanks out. Then bombs wipe out the airstrip. Samuel can't land; his aircraft can take no more, and the fight is over.

You face the same conditions as Samuel when you play this game of defense. Enemy bombers, which appear in increasing numbers, some with fighter escorts, attack your aircraft, the radar beacon, and the two airstrips. You fly over eight scrolling screens of landscape, using a limited amount of fuel and ammunition, to shoot down as many planes as possible. Your final score shows how good a fighter pilot you are, and AIR-RAID! keeps track of the high score for the game session.



## REQUIRED ACCESSORIES

One ATARI Joystick Controller

Cassette version

16K RAM

ATARI 410 Program Recorder

Diskette version

24K RAM

ATARI 810 Disk Drive

## CONTACTING THE AUTHOR

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## ACKNOWLEDGMENTS

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Susan Gibke  
Scott Foute  
Gary Malina  
Mike Downie

## GETTING STARTED

### LOADING AIR-RAID! INTO COMPUTER MEMORY

1. Remove any program cartridges from the (Left Cartridge) slot of your computer.
2. Plug your Joystick Controller into the (leftmost) controller jack at the front of your computer console.

#### If you have the cassette version of AIR RAID!:

- a. Have your computer and your program recorder turned off.
- b. Turn on your TV set.
- c. Connect your program recorder to the computer and to a wall outlet.
- d. Slide the AIR RAID! cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
- d. Hold down the START key while you turn on your computer.
- e. Press the RETURN key.
- f. The program will load and display the AIR RAID! scoreboard after about six minutes.

#### If you have the diskette version of AIR-RAID!:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the AIR-RAID! diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

## PLAYING THE GAME

### GAME SCOREBOARD

The AIR-RAID! scoreboard displays on the screen, showing the current and high scores for this session, as follows:

000000          HIGH 000000          SKIP 0

### PRESS START TO BEGIN GAME

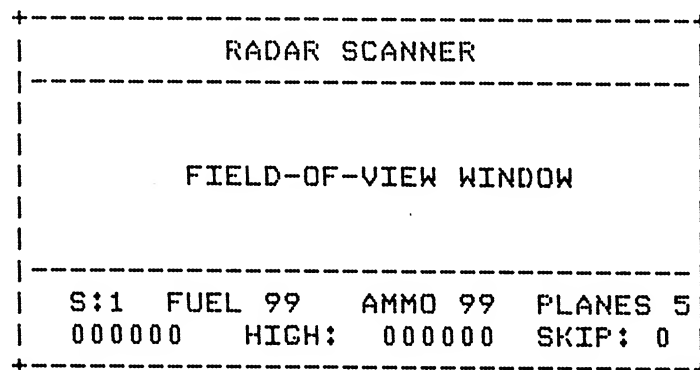
If you're just beginning the game, the scores are all zeros. On the left, the score for each strike appears. You can compare it to the HIGH score in the center of the scoreboard. That's the score to beat!

Each strike is more difficult. If you want to start at the easiest level, leave the SKIP number alone, at zero. But for a greater challenge in a higher strike number, you can skip the lower levels. To go to a higher strike level, type in a number from 1-9. If you type in 3, for example, you'll skip three and start with strike 4. You can change the SKIP counter only when the scoreboard display is on the screen.

Press the START key to begin your first strike.

## PLAYFIELD

You're in control until all your planes are destroyed.  
The playfield appears in the following form:



The game playfield is eight TV screens wide. The radar scanner covers this entire area, from extreme left where the bombers appear, to the extreme right where your base and city are located. The Field-of-View Window displays only an eighth of the playfield at a time.

The Radar Scanner shows your plane and objects that are out of the Field-of-View Window. The radar sweeps as long as the radar beacon is undamaged.

The Field-of-View Window displays your aircraft landed on the second of the two airstrips. The window always displays your aircraft. As you fly about, the window moves with your aircraft.

The numerical information at the bottom of the screen is as follows:

S = Strike number. The number of the strike in progress.

FUEL = Fuel supply. The current amount of fuel on board your aircraft (up to 99).

AMMO = Ammunition supply. The current amount of gun rounds on board your aircraft (up to 99).

PLANES = Planes remaining. The number of replacement aircraft available (up to 4).

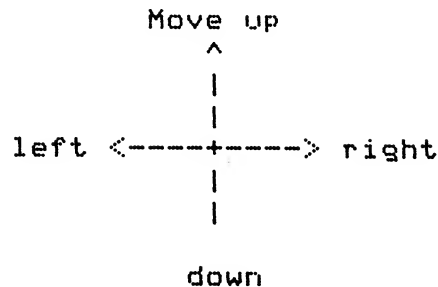
000000 = Your score for this game.

HIGH = The high score since you began this session of AIR RAID!

SKIP = The number of strikes that you skipped at the start of the game.

## MOVEMENT

You control your aircraft with your joystick as follows:



To take off, move the joystick to the left or right and then up. Once in the air, you take full control. Notice that the window changes whenever you change direction. The effect is to give your aircraft maximum forward visibility. Your plane continues to fly even if you don't touch the joystick.

Flying near the playfield edges (extreme right or left) causes your aircraft to reverse direction and send you the other way. Sorry, but you can't escape!

## STRIKES

Each bomber strike has two waves of planes. A wave moves from left to right on the playfield. Enemy bombers in range of your base release bombs. Bombers in the later strikes are escorted by fighters. A new strike begins when you eliminate the current wave or when the wave of planes moves off the right side of the playfield.

## WEAPONS

Firing the guns is easy! Just press the red button on your Joystick Controller. But make sure you have enough ammunition, or nothing fires.

## FUEL

Your aircraft stays in the air as long as you have fuel. Without fuel, it loses altitude and crashes (or lands if you happen to hit an airstrip). Managing your fuel is an important part of the game.

## REFUELING AND REARMING

You can refuel and rearm by landing on one of the two airstrips and coming to a complete stop. Watch the gauge at the bottom of the screen to see how much fuel and ammunition you're taking on. You may take off at any time, even if your ammunition and fuel aren't full yet. No matter how long you stay on the airstrip, the gauges for fuel and ammunition won't go above 99 each.

## DROP TANKS

Half the fuel in your aircraft is stored in the main fuel tanks and half in disposable "drop tanks." If you drop the external tanks, you increase aircraft performance, but you cut flying range in half. You may drop the tanks at any time you're in the air. To drop the tanks, press the space bar on the computer console. The fuel level drops to 50 (if it was above 50 before you dropped the tanks). When you're refueling, the drop tanks are considered to be attached if the fuel level is 50 or above. Dropping the tanks when the fuel level is below 50 won't cause any fuel to be lost - the external fuel is consumed first.

## REPAIRS

Any damage that the bombers cause is repaired between strikes. The repair men work fast to have everything ready before you fly again.

## SCORING

You earn points as follows:

5 points for each second of play.

75 points for each bomber destroyed.

250 points for each fighter destroyed.

In addition, you earn BONUS points at the end of each strike for these conditions:

aircraft intact:	100 times strike number
radar beacon intact:	100 times strike number
airfield #1 intact:	100 times strike number
airfield #2 intact:	100 times strike number

Any bonus points you earn display at the end of the strike.

You gain a bonus aircraft for each 10000 points you accumulate. You can accumulate a maximum of nine replacement aircraft.

## STOP, RESTART, OR HOLD

During play, if you press the START, SELECT, or OPTION keys, you'll abort the game in progress. Then the program returns to the scoreboard display.

Pressing START or the red joystick button while the scoreboard is on the screen begins a new game.

You can pause at any time during game play by pressing any key (other than the START, SELECT, or OPTION keys or the space bar). Press another key to resume playing.



## TACTICS

Defense of your base area is the name of the game. You have several ways to do this. Knocking out the bombers before they can start dropping bombs is the best. Long range hit-and-run tactics are enough for the earlier strikes. But you'll have to manage your fuel and ammunition judiciously in later strikes. You can increase aircraft performance if you drop your tanks, but you'll sacrifice your time in the air. Retain your tanks as long as possible, particularly against the fighters in the later strikes. Remember that dropping them when your fuel level is already below 50 does you no harm.

Sometimes you'll want to ignore the fighters and just go after the bomber formation. This is risky, but the fighters head for home if all the bombers have been shot down. If you have time, deal with the fighters first and then knock off the predictable bombers. Try using a bomber as a shield to ambush a fighter.

The bombers won't shoot if you're inside their formation. Therefore, use your reflexes to blast them in between each other where you're safe. Your survival in the later strikes depends as much on strategy as on reflexes. Running into enemy bombers and fighters scores no points and harms your aircraft.

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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

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2. If you have problems using the program, please describe them here.

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3. What do you especially like about this program?

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4. What do you think the program's weaknesses are?

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5. How can the catalog description be more accurate or comprehensive?

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6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game programs)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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From

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STAMP

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